



2.3 Scavenger Hunt

Move around the school or centre collecting items from different members of staff. Tick the items off your list as you go and see how many you can find!



Communication Aims

- Decide who is likely to have an item from the list and navigate your way there. (either by driving yourself or by directing a Helper using your Talker);
- Use appropriate questions to ask staff for items.

How to Play:

Who: 1 or more Players, with a Helper to facilitate

- The Player(s) read their 'scavenger list' of items and think about who they are going to ask for them e.g. janitor, nurse, secretary, dinner lady;
- They then decide what is the best route to take to collect the items;
- The Player(s) then drive or direct their Helper along the route using their Talker;
- As the Player(s) get to each person they must ask them if they have the desired item e.g. at the lunch hall they might ask the dinner lady 'Do you have a wooden spoon?' or at the office they might ask 'Do you have a stapler?' As they collect the items, they can be ticked off the list;
- Once the Player(s) have all the items on their list they need to bring them back to their teacher or key worker and collect a prize!

What You Need

- A 'scavenger list' (symbolised and made using Boardmaker) for non-readers) of items to collect around the building/ grounds;
- A pen for 'ticking off' the items;
- Appropriate questions to ask for each item, programmed onto the Talker;
- Directional phrases, if Player is directing a Helper;
- Other appropriate phrases like 'Hi, how are you?'. 'Thank you', 'Never mind', 'Who else might have one?';
- A small prize as a reward for completing the scavenger hunt e.g. stickers, key-rings, a 'token' for time to do a favourite activity.

Vocabulary

- Directional phrases e.g. *Straight ahead, Turn left, Turn right, Stop, Here we are* (if led by a Helper).
- A page with questions to ask for each item on the list i.e. *Do you have a ...?*
- The items being hunted
- Phrases like *Hi how are you today? I'm doing a Scavenger Hunt, can you help? Thank you, Never mind, Who else might have one? I've finished, How many items are left?*

Hints and Tips

- Look through the scavenger list and check beforehand that the people you are likely to ask are in the school/centre that day!;
- Take something to carry the items in;
- Write down who gave the Player each item for feedback later.

Extension - The game could lead on to a discussion about the 'equipment' that different jobs require and further games e.g. name 2 things that a dinner lady needs (apron, cooker) etc.

Variations -

- Names - You could have a scavenger hunt for things that start with different letters e.g. something for each letter of the Players name;
- Scrambled Letters - hide letters around the school or centre which spell out a secret word or clue (you could tell the Players how many letters there are in the word). You could spell out the location of a prize or treat to make it even more motivating;
- Symbol Money Hunt - hide symbols of coins around the school/centre and have the Player(s) hunt for a certain amount of money. There is an element of luck in reaching the correct amount quickly or before other Players who have different money targets.